Sprint Review 6

* Features implemented:
  + AI (game fully playable)
  + Prevent Illegal Moves
  + Scoring
  + Card Style Previews
  + Alternate suit colors option
* Issues fixed:
  + Couldn’t access display settings during gameplay
* Implementation review (What went well in the implementation, what problems occurred, how problems were solved):
  + Implementation went smoothly, and our project is now in a very playable spot. Testing revealed some bugs that got ironed out, and settings were made accessible during gameplay by dividing them into “Display Settings” and “Gameplay Settings.” Gameplay settings are blocked while in a game(the user sees a non-interactable symbol when hovering over them), while display settings are not.
  + Alternate suit colors sometimes made cards invisible
    - This was because the alternate suit colors were trying to access files that did not exist in some cases
    - Solved by making sure alternate css file only used appropriate card files
* Changes made:
  + Help page was re-written to define our game and its rules and controls in greater detail
* Plans for next sprint (What will be done for the next sprint):
  + This sprint was the final one - See Plan for Future document.
* Scrum Review (What went well in Scrum, what could be improved, and what changes will be made):
  + Product Owner: Matthew Virgin
  + Scrum Master: Gavin Palazzo
  + Development team: Kion Tupper, Gavin Palazzo, Gunnar Eastman, Matthew Virgin
    - Team worked together to add a final handful of features and determine what needs to be done in the future. Un-implemented user stories and requirements were discussed and detailed in the Plan for the Future document as we wrapped up our project for COS 420/520.